WHAT IS CLAIMED IS:

1. A data resending method comprising the steps of:

sending to a sender a resend request message of a data; and

packeting the requested data with the data to be currently sent and sending the resultant data packet.

2. A method of claim 1, wherein the resend request message contains values indicating a damaged portion of the data packet and wherein in the step of packeting the requested data, packeting only the damage portion of the requested data ~~with the data to be currently sent.~~

3. A method of claim 2, wherein said values indicating the damaged portion indicates a range of DCT coefficients corresponding to the damaged portion of the data packet.

4. A method of claim 2, wherein said values indicating the damaged portion indicates a memory address for a range of data packets in a buffer, said range of data packets corresponding to the damaged portion of the video data packet.

5. A video data sending and resending method between a coder and decoder, comprising the steps of:

storing a video data in at least one buffer;

packeting the video data from said at least one buffer and sending the resultant video data packet to a receiver;

~~sending to a sender a resend request~~ message of a video

data if an error is detected; and

packeting the requested video data with the video data to be currently sent from said at least one buffer and sending the resultant data packet to the receiver.

6. A method of claim 5, wherein the resend request message contains values indicating a damaged portion of the video data packet and wherein in the step of packeting the requested video data, packeting only the damage portion of the requested video data with the video data to be currently sent.

7. A method of claim 5, wherein the step of storing the video data further comprises the step of storing the video data in block units including variable length codes, according to a circular addressing manner.

8. A method of claim 7, wherein the resending request message contains values indicating a memory address and range of block units corresponding to the damaged portion of the video data packet, and wherein in the step of packeting the requested video data, packeting the range of block units corresponding to the damaged portion of the requested video data with the video data to be currently sent, based upon said values.

9. A method of claim 7, wherein the resending request message contains values indicating a range of DCT coefficients ~~corresponding to the damaged portion of the video~~ data packet,

and wherein in the step of packeting the requested video data, packeting the video data corresponding to the range of DCT coefficients with the video data to be currently sent.

10. A method of claim 9, further comprising the step of:

checking whether the block units of the received data packet corresponding to the damaged portion of the requested video data equals the block units indicated in said values.

11. A method of claim 5, wherein the step of storing the video data further comprises the steps of:

storing video data for the current sending in a first buffer;

storing a previously sent video data in a second buffer; and

wherein in the step of packeting the requested video data, packeting the requested video data from the second buffer with the video data to be currently sent from the first buffer.

12. A method of claim 5, wherein said at least one buffer is a CONTRAXPAND™ buffer.

~~13~~. A video coding and decoding system comprising:

at least one buffer;

a video data coding processor storing a compressed video data in said at least one buffer;

~~a data sending processor packets the video data~~ from the

buffer and transmits the video data packets to the receiver;

a data receiving processor receives the video data packets and sends a resending request message of a video data if an error is detected; and

wherein the data sending processor packets the requested video data with the video data to be currently sent from said at least one buffer and sending the resultant data packet to the receiver.

14. A system of claim 13, wherein the resend request message contains values indicating a damaged portion of the video data packet and wherein the data sending processor packets only the damage portion of the requested video data with the video data to be currently sent.

15. A system of claim 13, wherein the resent request message contains values indicating a range of DCT coefficients corresponding to the damaged portion of the video data packet, and wherein the data sending processor packets a data portion corresponding to the DCT coefficients with the video data to be currently sent.

16. A system of claim 13, wherein said at least one buffer is partitioned according to variable-length codes and according to block units, and wherein the video data coding processor stores the video data in said at least one buffer in ~~block units, according to a circular addressing manner~~.

17. A system of claim 16, wherein the resending request message contains values indicating a memory address and range of block units corresponding to the damaged portion of the video data packet, and wherein the data sending processor packets the range of block units corresponding to the damaged portion of the requested video data with the video data to be currently sent, based upon said values.

18. A system of claim 17, wherein the data receiving processor checks whether the block units of the received data packet corresponding to the damaged portion of the requested video data equals the block units indicated in said values.

19. A system of claim 13, further including:

a first buffer storing video data for the current sending;

a second buffer storing a previously sent video data; and

wherein the data sending processor packets the requested video data from the second buffer with the video data to be currently sent from the first buffer.

20. A system of claim 13, wherein said at least one buffer is a CONTRAXPAND™ buffer.

Add A2